

THIS PAGE DOES NOT PRINT.
PSP MANUAL IS 3.375" x 6.688".

SAVE DOWN TO QUARK 4
BEFORE SENDING.

For safe use of this product, carefully read the following sections of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

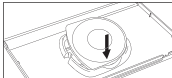
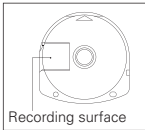
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc: see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape.
- Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Contents

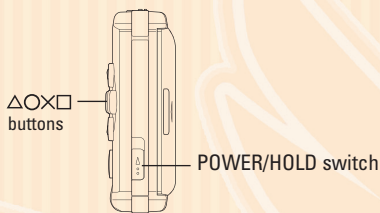
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Meena.
You're a pretty cool guy
and lucky for never getting
busted. Have a cool summer

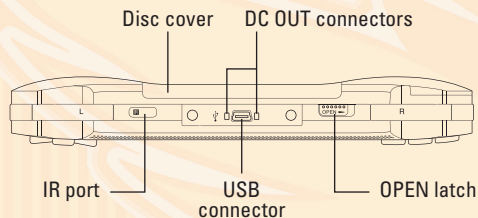
DEAR MEENA
IT'S BEEN FUN HAVING YOU
IN HISTORY. GOOD LUCK
NEXT YEAR STAY COOL!

Getting Started

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **Brooktown High** disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press **ⓧ** of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

MEMORY STICK DUO™

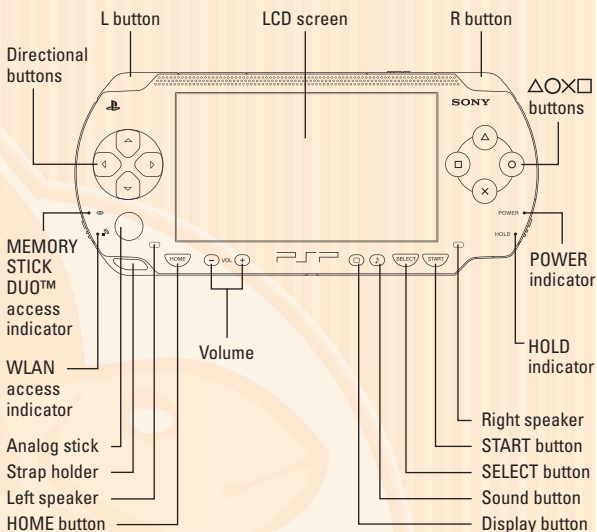
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 930 KB of free space is required for a "Save Game" file.

Starting Up

PSP® (PlayStation®Portable) system configuration



Saving Profiles and Settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

Auto Save

As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console.

Note: You can choose to ENABLE or DISABLE the Autosave function when first booting up the game. Press **ⓧ** to enable Autosave or **Ⓞ** to disable.

Loading Saved Game Settings

Your saved game settings will automatically be loaded when first booting up **Brooktown High**.

MENU CONTROLS

Select Menu Item	analog stick or ←/→/↑/↓ buttons
Change setting	directional buttons ← / →
Confirm / Accept selection	⊗
Cycle menus	← / →
Previous screen	⊙
Pause / Start game	▶ START

BASIC CONTROLS

Walk / Run	analog stick
Action / Interact / Select Item	⊗
Cycle through interactive items	directional buttons ← or →
Access PDA	L1
Use a power up	R1
Make Conversation	△, □, or ○
Ask On Date (with person highlighted)	□
Give Gift (to person highlighted)	△

MOST SPIRIT



BETHANY
"like, OMG, totally—GO TEAM!"



FROM THE FACULTY:

It gives us great pleasure to welcome another student to the hallowed halls of Brooktown High School, where we prize learning above all else...are you paying attention? Good. Stop eying up the other students and listen up for a moment.

You see, Brooktown High is where you will build your future. With our outstanding facilities for academic achievement and our award-winning extra-curricular activities, you'll find your stay at Brooktown High to be stimulating... in more ways than one.

Good luck, student, and welcome to Brooktown High!

Meena,
I'm really going to miss
you cuz I think you're a
hottie and you're real
sweet too.
Love Forever
and SWAK

Starting a New Game

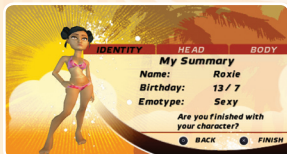
Select **NEW GAME** at the Title Screen and press **X**. If you're playing **Brooktown High** for the first time or creating a new character, you'll need to take the Brooktown Beat Personality Quiz.

TAKE THE PERSONALITY QUIZ



In order to become a popular senior at Brooktown High, you must first create your character's personality by answering a series of questions posed to you by the school's paper, the Brooktown Beat. Answer the multiple-choice questions by pressing the corresponding button (**A**, **B**, or **C**) you feel best matches your personality. Once all of the questions have been answered and the results tabulated, your character's initial stats are determined.

CHARACTER CREATOR



Once you've formed your character's personality, it's time to create his or her outward appearance by configuring their identity, head and body. Use the analog stick or directional buttons to cycle through the different menus and make your selections. Press **LT** and **RT** to rotate your character in order to get a full 360 degree view. When you're satisfied with your character, highlight **FINISH** and press **X** to confirm.

Identity: Name your character and select his or her Gender and "Emo" Type, which ranges from Confident and Mellow to Sexy or Shy.

Head: Select from a variety of Head Types, Eye and Hair Colors, and Hair Styles.

Body: Select your character's Skin Colors and adjust his or her Height and Weight.

Starting a New Game

NAMING YOUR CHARACTER

When entering your character's name, an on-screen keyboard will appear. Use the left analog stick or directional buttons to select the letters. Press and hold **L1** to shift. Press and hold **R1** to switch to numbers / symbols. To backspace, press **B**. To space, press **A**. When you're finished, highlight **EXIT** and press **X** or just press **C** to exit and return to the Character Creator Screen.

MOST LIKELY TO SUCCEED



MEENA

"Check me out on my myspace page
www.myspace.com/brooktown"

My Room



When you're not at school, hanging out around town, or on a date, you'll be chillin' in your Room. Here, you can do a variety of things, including sleeping, studying, using the computer, playing games, and changing your clothes. To access the variety of functions in your room, approach an item, such as the dresser or computer monitor and press **X**.

SLEEPING

When you're tired, bored, need your beauty rest, or just ready for your day to be over, crash on your sofa or hit the bed for some "Zs".

STUDYING

In order to do well in school and make an impression, you're going to need to bone up on your studies. Sit down at the desk next to your bed to improve your grades in your classes. Studying one subject takes approximately three hour's time.

USING THE COMPUTER



Your parents may have not gotten you that sports car, but at least they bought you a Computer. The Computer can be used to do a lot of cool things, including managing your busy schedule via the Calendar, playing Music, Shopping, and applying for Jobs, Clubs and College.

My Room



Calendar: Check out your engagements and other scheduled activities by accessing the Calendar. Use the analog stick or directional buttons to highlight a date and press **L1** and **R1** to cycle through the months. Important items, appointments, and other scheduling items will appear in the window to the right.

Music: Select and manage your favorite music tracks from your playlist.



Shop: Use your allowance and hard earned cash to buy a variety of items, from clothing and accessories to teddy bears, chocolates, and even video games.

Jobs: Apply for and quit your jobs from this menu. Not only can a job earn you some extra spending cash, it can also potentially impress the opposite sex.

Note: Some jobs require you to first meet a minimum set of criteria and attributes. If you want to be that hunky lifeguard, you may first need to make sure you have the muscles to do so by becoming proficient in P.E. class.

Clubs: Apply for and quit after school clubs from this menu. Improve your volleyball skills, join a rock band, learn Astronomy, or bone up on a foreign language.



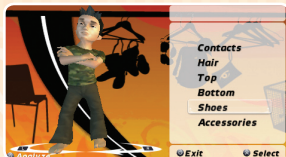
College: You can't stay in High School forever. Pick a college that suits your style and educational tastes then submit your application. A higher education doesn't come cheap, so you better start saving!

My Room

PLAYTIME

You're a teenager, which means you need to blow off some steam once in awhile and have some fun. Play a variety of games, including "21 Knickers," "BoogieTron 5000," and "Tongue Twister". (See p. 25)

CHANGING CLOTHES



Let's face it. Your clothes say a lot about who you are. If you want to impress the opposite sex and make friends with your peers, you're going to need to dress to impress. Use your dresser to access your diverse wardrobe and select between regular and sleepwear clothing.

Clothes: Try on your fashion items and get ready for school or that big date. Select from a variety of categories, which include Contacts, Hair, Tops, Bottoms, Shoes, and Accessories.

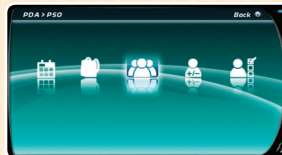
- Contacts** Choose from a variety of eye colors.
- Hair** Lose the bad hair day by picking your favorite hairstyle.
- Top** Try on a variety of shirts and tops.
- Bottom** Everyone needs pants! If not pants, how about shorts?
- Shoes** Cover those feet or go barefoot.
- Accessories** Select from a range of cool accessories, including sunglasses and backpacks.

Analyzing Your Ensemble

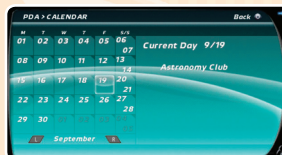
Before leaving your closet, you can see how well you've dressed yourself by pressing **A** to ANALYZE your outfit.

My Room

The PDA



Your PDA has everything you need to stay organized and abreast of your social life. You can access its contents by pressing **L1**.



Calendar: Just like your computer, you can use the PDA to access your Calendar and check out your engagements and other scheduled activities by accessing the Calendar. Use the analog stick or directional buttons to highlight a date and press **L1** and **R1** to cycle through the months. Important items, appointments, and other scheduling items will appear in the window to the right.

Inventory: Your Inventory is where you'll find the items you purchase and acquire. Press **A** to toggle between Favor Items and Gifts.

Personal Organizer (PSO): You'll be meeting a lot of students at Brooktown High and keeping track of them is no easy feat! Thankfully, your Personal Social Organizer records all of the important notes and information you need to know on each person. Think of your PSO as an all-in-one personal device, including your cell phone, your black book, and list of favors.

Stats: Want to know your current standing? View your current Personal Stats and Grades.

Favors: If you want to get in good graces with your peers, you're going to have to perform and fulfill a variety of Favors. Whenever a student asks you to do them a Favor, it's recorded here for reference.

School Time

Every Monday, you need to be out the door and at school by 8:15 AM. It's your job to make sure you're dressed and ready to go. Once at Brooktown High, you can spend some time before classes talking up your peers, scouting out the hotties, and doing favors to help get you in good standing with the popular cliques. Classes start at 8:30. Just make sure the Robotic Hall Monitor does not catch you out in the hall!

HALL MONITOR



If you decide to skip class and hang out in the halls, you're running the risk of getting caught by the Hall Monitor. If this roaming robot catches you, you will be sent straight to detention with no stat boosts!

TALKING WITH CLASSMATES



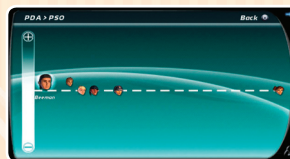
The students at Brooktown High are a diverse bunch, each having their own distinct personality and agenda. In order to become popular and score some dates with the opposite sex, you're going to have to navigate the tricky waters of conversation. Learning what makes each student tick and playing up to their personality traits is the key to success and upping your reputation. Say the wrong thing or deliver a verbal faux pas and you'll lose confidence or popularity. Also, your confidence and popularity decrease a little each week so be sure to maintain an active social life.

To chat up a classmate, approach him or her and press **X**. A star will appear under their feet to indicate the current person you have targeted. Once a conversation has been initiated, you are presented with multiple-choice options for each response. Press the corresponding button (**A**, **B** or **C**) for the response you want to say. Be careful with your responses though, as saying the wrong thing can send your confidence and popularity meters dipping into unpopular territory.

The PDA

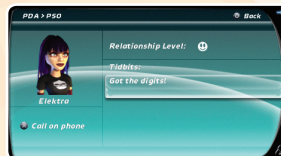
Your PDA contains your Personal Social Organizer, Cell Phone, and Black Book. To access your PDA at any time, press **←**.

THE PSO



The Personal Social Organizer (PSO) shows everyone you've ever talked to and your relationship with them. Selecting someone from your PSO and pressing **X** brings you to their Black Book page. If you've gotten someone's digits, you'll be able to call them from their page. You'll also see any other tidbits you've learned about them.

CELL PHONE



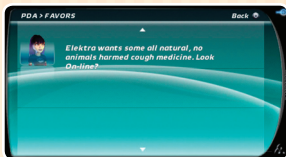
To call someone, you first have to have gotten their phone number. When you've pulled off this amazing feat, press **LT** to open your PDA, select the PSO, and press **X** to go to their Black Book page and call them.

FAVORS & GIFTS

While you're talking with people at school, they might ask you to do something for them. Whether it be a little favor, such as talking to someone for them, or a gift, such as getting something for them online. Oftentimes, you won't be able to advance a relationship with someone unless you give them a gift or do a favor for them.

Gift: When you get an item, it will appear in your inventory in your PDA. Gifts can be acquired from other students, or purchased online and from vending machines at school.

The PDA



Favor

If you accept a favor, it will show up in your Favor List in your PDA. Once you complete a favor and go back and talk to the person who asked for it, the favor disappears from the list. Favors are important for getting in with certain people.

BIGGEST FLIRT



MYSTY

"She doesn't really like you, homie,
she's just the BIGGEST FLIRT!"

Academics

Sure, you're a senior and have a lot more on your mind than learning the formula for cold fusion, but that doesn't mean you can ignore your classes. If you want to make something of yourself in this world, you'll need to go to class, get good grades, and eventually attend college.

CLASSES



There are four classes for all the seniors at Brooktown High: Physics, Art, P.E., and French. You get to pick which one to focus on each week. You'll find doors to each of the four classrooms in the school hallway.

GRADES

If you want to keep that high GPA, you're going to need to hit the books every week. Keeping up your grades means you'll need to hit the books hard at your desk when in your room. The better your grade when you go to class, the more you'll improve. If you have an "A" in Physics and go to Physics class, your smarts will increase more than if you had a "C." When not dating the opposite sex or keeping up on your social activities, make sure you're boning up on your studies!

COLLEGE



Even though you've still got a year to go before you're done with high school, that doesn't mean you can ignore college. You can apply for the college of your choice via the computer in your room. There are four colleges that are taking applications. Each college has an application fee and cares about different stuff. Make sure your stats and grades are good around acceptance time in April if you want to get in.

Social

This is what school is all about, right? Socializing with the hotties, making new friends, and getting dates! All of these extracurricular activities can add up to make you the most popular student at Brooktown.

Dating

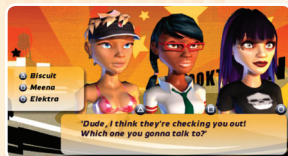
High school can be a cut-throat, savage feeding frenzy of hormones. In order to impress the opposite sex and land dates, not only will you need to get out there and meet students, you need to learn how to read the signs and work the details. These details include Stats, Clothes, and Asking Out.

Stats: These are your personal statistics, which are rated on four things: Smarts, Originality, Charm, and Athletics. Different students care about different stats. If you're into someone special, try and figure out what they're into — what stat gets them hot and which one they hate — then you'll know what to work on. To improve stats, attend class.

Clothes: Let's face it, in high school it's not just what's on the inside that counts. Your clothes are a reflection of your personality and you must dress to impress if you plan on scoring that hot date. Make sure to choose your duds wisely and continually improve your wardrobe by purchasing the latest fashions via the computer in your room. Making sure you dress appropriately for different locations and events is the key to becoming the big man, or woman, on campus.

Asking Out: Eventually, you're going to need to get up the nerve to ask that hottie out. How do you do it? Well, just walk up close to that special someone you've got your eye on and press [square]. Unfortunately, it's not exactly as simple as that. First, you've got to figure out when and where. Maybe they dig you but aren't into the spot you picked. Or, maybe they haven't gotten to know you for who you really are. Either way, it's a good idea to first spend sometime getting to know them and what they like and dislike.

THE HOTTIES



Brooktown is chock full of the beautiful people, and most of them attend high school. You can divide most students into four general categories: Nerds, Jocks, Preps, and Rebels. It's pretty easy to figure out who is who by looking at how they dress or talking to them.

Social

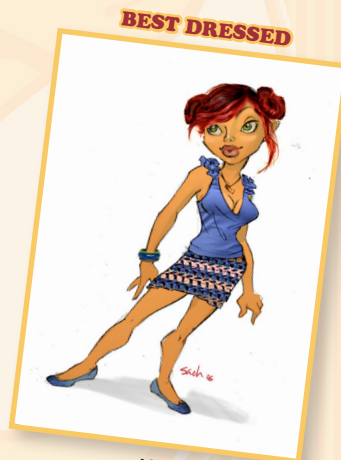
SOCIALIZING

As the new kid on campus, you're going to have to talk to the other students in order to make friends, learn about what makes them tick, and ultimately, score dates. To talk to someone, approach them and press **X** when a circular star icon appears underneath them. To ask them on a date, press **O** to give them a gift, press **A**.

Ultra-Cool



As your confidence level goes up you'll unlock a special power up called an "Ultra Cool". Using an "Ultra Cool" will boost all your stats and ratings through the roof for a limited amount of time! Having trouble getting that hottie to give you the time of day? Press **R1** to fire off an Ultra Cool and watch their jaw drop! Ultra Cools are pretty rare and you can never have more than three at a time no matter how cool you are!



ASIA
"All done up!"

Students of Brooktown High



Biscuit

"See everyone this summer at the beach!"



Nigel

"Now I can finally focus on my artwork fulltime"



Misty

"Too bad everyone will miss me next year!"



Beeman

"2 1337 4 U!"



Meena

"I'll miss those awesome physics classes"



Charity

"Don't ask me to sign your yearbook,
writing ruins my manicures"



Bethany

"I'm going to miss every single one of you, KIT!"

Students of Brooktown High



Starlight

"Please recycle and take good care of mother Earth"



Fisher

"I'm outta here! - Fish"



Delia

"Hit me up online if you want to go questing!"



Catharine

"This summer I'm going to dye my hair green!"



Brett

"Can't wait to get to college, high school is for losers!"



Asia

"Summer's here! More time for shopping!"



Dougie

"Just got my drivers license so if you see me on the
freeway, try to keep up!"

Students of Booktown High



Hilton

"Check out my new MySpace page, over 1000 friends and counting!"



Jody

"Have a safe summer, hope to see some of you in college!"



Elektra

"Ewww, yearbooks are for conformists"



Liz

"I wish I could stay at Brooktown forever!"



Rage

"Bye bye Brooktown!"



Brent

"When are they going to retire my volleyball jersey?"

MEENA,
Hit me up @
myspace.com/playzclub!

Students of Booktown High



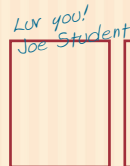
Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



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Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student



Joe Student

Extra-curriculars

This is what happens outside of Brooktown High. When not hitting the books (or pretending to), you can go Shopping, sort through your Backpack, or engage in After-school activities.

SHOPPING



Even though Brooktown has a fancy mall, the cool kids do all their shopping online. To shop 'til you drop, access the computer in your room. Remember, you'll need cold, hard cash to make your purchases. The online store is divided in to two sections: Clothes and Items.

Clothes: Clothes say a lot about you. Purchase the latest fashions to enhance your reputation around school.

Items: Items include gifts that you can give to people at school, as well as things you might need for favors.

PDA

Your Backpack carries your stuff. Once it's open, you can check out your PSO, your inventory, your calendar, and your favor list.

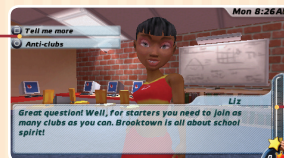
AFTER-SCHOOL

Outside of school, you can check out available social clubs and jobs, earn cash by working at a job, or build your grades and stats by studying or practicing mini games (once they are unlocked) in and hanging out in your bedroom. On Fridays after school, you can hang out in your room and engage in these after-school activities. Unfortunately, you can't work and be a member of a club as they meet at the same time. Both take place on Friday nights, so it's one or the other. If you prefer, you can choose to be a slacker and do neither, although being in clubs can help you get into college.

Earning Cash: You need cash to buy clothing and items online. There's basically two ways to make cash: Allowance and working. Depending on how strict your parents are your allowance will go up and down based off how well your grades are.

The Game Screen

3: Ultra-Cools



4: Time and Day

1: Popularity Meter

2: Confidence Meter

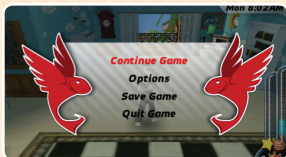
1: Popularity Meter: The more people that you gain as friends and that like you, the higher your popularity. But be careful—if you lose a friend or relationship your popularity will drop. Popularity can get you a date, even if your stats aren't quite right for that person you're asking out. Being popular can also smooth your way through certain sticky conversations. Your popularity is shown via the Popularity Meter in the right side of the screen and is represented by a "star" icon.

2: Confidence Meter: As a new student, your confidence starts out pretty low at the beginning of the year. By talking to people, going on dates, etc., it will hopefully improve. Confidence is important for a variety of things, such as pulling off a good kiss or bluffing your way through a conversation. The Confidence Meter is located on the right side of the screen, represented by a "thumbs up" icon.

3: Ultra-Cools: As you gain confidence, you'll earn Ultra-Cools (up to a maximum of three). Use Ultra-Cools to make everyone think you're temporarily the coolest thing since sliced bread and gain friends or get dates, even if the person on the receiving end hates you. Once you've acquired an Ultra-Cool, you can use it by pressing **R1**. The little number next to the "crown" icon on the right side of the screen displays how many Ultra-Cools you currently have.

4: Time and Day: Located on the top right corner of the screen, the time and day counter continually runs while you're roaming the halls at school or bumming around your bedroom. School starts sharp at 8:30AM.

The Pause Menu



When you need a break from the action, press  to pull up the Pause Menu. From here, you can access the Options, as well as Save and Quit your game. Use the analog stick or directional buttons  and  to highlight a selection and press  to confirm your choice. To adjust an option, highlight it and press the analog stick or directional buttons  and .

CONTINUE GAME

Return to the game once you're ready to jump back into the thick of it.

OPTIONS

Adjust the game options to your specific tastes. Options include Music, Voice, and Sound FX Volume, as well as toggling Autosave ON/OFF.

SAVE GAME

Manually save your game data.

QUIT GAME

Quit your current game and return to the Title Screen.



NIGEL
"What do you write?"

Mini Games

MINI GAMES

21 Knickers

Get closest to a total of 21 without going over! Press  to ask for another card, or press  to stay. Aces can be either one or eleven. Try not to lose all of your clothes!

BoogieTron 5000

So you think you can dance? Time your button presses with the arrows and music, just try not to step on your partner's feet!

Tongue Twister

Press  to spray the green stink cloud before it's too late!! Grab HEARTS while keeping your HALITOSIS at bay!

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WaveGroup.

Brooktown Spirit!



The Cheerleaders



Isaac Bender
He's always ready to cheer!

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